

Sioux Empire Baseball Association
Coach Pitch II Rules
Revised: February 2017

The Coach Pitch II division is sponsored by American State Bank and is for players who are currently in the Second Grade or typically the age of eight years old. Teams are formed first by the child's attending school and then by other criteria so that each team has a maximum roster of 13 whenever possible with the goal of 12 players per team. Nine players take the field on defense. Three outs or five runs. All players must play at least two innings defensively in the first four innings. Games are five innings with no new inning starting after one hour 10 minutes. An adult pitches to the batter. All players receive a trophy at the end of the season

1. Team Composition

- a. Coach Pitch II is intended children currently in 2nd grade as of registration or children who are 8 years old.
- b. Approximately 12 players per team.
- c. Teams will be formed by school first then by zip code when applicable.
- d. Coaches will have their sons/daughters play on their team unless requested otherwise

2. General - Regular baseball rules will be followed, with the exceptions noted.

- a. Games are five (5) innings with no new inning after 1 hour and 10 minutes.
- b. If a game is called before three (3) complete innings, the game will be made up. The make up game will resume exactly where it was stopped, keep good books.
- c. A minimum of eight (8) players is required to start a game. Any fewer than 8 players will result in a forfeit. (Play should be continued using a combination of both teams if possible.)
- d. Scores are kept but no standings will be recorded.
- e. Regular baseballs will be used.
- f. Bases will be 55 feet apart.
- g. Bat size may not exceed 29" in length and 2 1/4" in diameter

3. Fielding

- a. Nine (9) players will take the field when their team is on defense. Three (3) of these players shall be in the outfield (at least 6 ft. from the edge of the infield).
- b. ALL players must play at least four defensive innings per game. No player shall play more than two consecutive innings in the same position. (It is recommended that players be afforded the opportunity to play infield and outfield during the course of the season.)
- c. Free substitution for defensive players.
- d. A defensive player shall stand in the pitcher's position next to the coach pitching and field hit balls.
- e. If a Coach pitcher is hit by a batted or thrown ball, the ball shall remain live. Should the coach intentionally interfere with the batted ball, the ball will be replayed and the batter will keep the same count. Should the coach intentionally interfere with a thrown ball, the play shall stop and runners will return to the base they just left.

- f. Outfielders must be in the grass.

4. Batting

- a. All pitching is to be done by the offensive team. Coaches will pitch in an overhand fashion on one knee or sitting on a stool to produce a flat trajectory with the desired result of providing strikes for players to hit.
- b. Pitches shall be made with the desired result of providing strikes for players to hit.
- c. Each batter will receive 3 swinging strikes or a maximum of seven (7) pitches to put the ball into play. Players can strike out. If the 7th pitch or any subsequent pitch is fouled off, the batter will receive an additional pitch. After the 7th pitch, if there is not a ball put in play or a strike out, the player will forfeit their at-bat with no out recorded.
- d. If the ball is not hit by a swing, the swing is then called a strike and it goes against the batter's count.
- e. There will be no walks.
- f. Players will bat in the same order for the entire game.
- g. Three (3) outs or five (5) runs scored will end a team's turn on offense.
- h. NO bunting, and NO infield fly rule.

5. Base Running

- a. When a ball goes into the outfield then returned to the infield and controlled by an infielder, runners cannot advance to another base.
- b. Only one base on an overthrow.
- c. Players may not leave the base until the ball is hit.
- d. No runner may advance on a passed ball, wild pitch, or overthrow when catcher is returning a pitched ball to the pitcher.
- e. A player may not intentionally create contact with another player at any time.
- f. If the defensive player has the ball and a play is being made, the offensive player must either slide or make every effort to avoid contact with the defensive player.
- g. Should a player run over or crash into another player, the player will be called out.
- h. If a defensive player is in the base path without the ball and makes contact with, or impedes the path of the offensive player, interference may be called on the defensive player.
- i. Any runner obstructing a throw in an attempt to stop a double play will result in a double play being called.